
Title: The Dicta of Magic

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Dormant Magic does not have good ears. The power of the ether must be drawn forth with a bard's command of voice and inflection. It is mere Child's play to memorize these words. Young Arduin, my apprentice, learned the names of the Dicta before the completion of his chores on his first day in my care. But he has yet to master them, for to invest them with the proper charge requires a full breath, a resonant tone and a mind clear of distractions. A bright boy, Arduin has discovered that a projection of these tones through his mind's eye as a flame to ignite the spell produces a finer result. He and I practice the sounds of magic each morning, while Grimwar is, alas, of teasing the pigs.

AN -Negate/Dispel

BET -Small

CORP -Lower/Down

EX -Freedom

FLAM -Flame

GRAV -Energy/Field

HUR -Wind

IN -Make/Create

Cause

JUX -Danger/Trap

Harm

KAL -Summon/Invoke

LOR -Light

MANI -Life/Healing

NOX -Poison

ORT -Magic

POR -Move/Movement

QUAS -Illusion

REL -Change
SANCT -Protect/
Protection
TYM -Time
UUS -Raise/up
VAS -Great
WIS -Know/
Knowledge
XEN -Creature
YLEM -Matter/
Substance
ZU -Sleep

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Ultima IX